

SNAPSHOT

was written by

Richard Q. Fox

for

Joy Fox Productions

copyright 1985

Welcome to **SNAPSHOT**. If you enjoy working with graphics you will find this an extremely valuable utility, one you will want to use extensively.

There are five main features to **SNAPSHOT**:

- 1) the ability to print pictures in more than 50 colors on the Okimate 10, and to print on Epson and Epson compatible printers in true grey scale.
- 2) the ability to switch (or translate) a picture from one graphics mode to another.
- 3) the ability to change colors on the screen using a joystick or touch tablet. This is useful when you want to change the color to enhance it for printout purposes.
- 4) the ability to print in normal or double density on Epson or Epson compatible printers.
- 5) the ability to access the disk directory and to delete files without DOS. With these features, you can check the spelling of files for load purposes and clean up disks to save new files.

SNAPSHOT loads and translates pictures from **COMPUTEREYES**, **FUN WITH ART**, **GRAPHICS MASTER**, **MICRO ILLUSTRATOR**, **MICRO PAINTER** and **VERSAWRITER**. **MICRO ILLUSTRATOR** is the program used by a variety of tablets including Koala Pad, Chalk Board, and Atari Touch Tablet. In this program, to prevent confusion between **MICRO ILLUSTRATOR** and **MICRO PAINTER**, **MICRO ILLUSTRATOR** is referred to as **KOALA ILLUSTRATOR**.

THE MAIN MENU

SNAPSHOT is written in Assembly and glued together with BASIC. Be sure BASIC is installed when booting the disk.

The first pause in the program, after booting the disk, requires a choice between Epson and Okimate 10. Your choice affects the printing of the picture. It does not affect any other aspect of the program.

The Main Menu that appears on the screen gives you a choice of seven options: They are **FILE DIRECTORY**, **LOAD**, **SAVE**, **DELETE FILE**, **CHANGE COLOR**, **TRANSLATE**, and **PRINTOUT**.

The easiest way to learn how **SNAPSHOT** operates is to boot the program and run the various operations as they are discussed. So, at this point, if you haven't already done so, go ahead and boot **SNAPSHOT**. I'll wait.

I hope you remembered to use BASIC. If not, reboot the disk, this time with BASIC.

The first function we'll take a look at is **FILE DIRECTORY**. **FILE DIRECTORY**, as in DOS, looks at the files on the disk that is inserted in the drive.

Remove **SNAPSHOT** from the drive and put in a disk containing some pictures.

Let's find out what is on the disk. Press **F** then carriage return. **SNAPSHOT** will read your disk and print the directory to the screen. Notice when the directory is printed, the number of sectors for each file and the number of remaining sectors on the disk is also indicated. When you find the picture you want and are sure of the spelling, hit any key and you will return to the main menu.

You are now ready to load the picture. Press **L** and carriage return.

A new menu appears. It asks which graphics mode you are loading from. The choices are "Computereyes", "Fun with Art", "Graphics Master", "Koala Illustrator" (which is the same as "Micro Illustrator"), "Micro Painter", and "Versawriter". Press the FIRST LETTER of the graphics mode you wish to load the picture from and a carriage return.

The screen will then give you a prompt for the file name. Don't forget to include the extender (such as .PIC) after the file name. If you load a picture without the full file name, including the extender, **SNAPSHOT** will tell you it could not find the file.

Once the picture is loaded and on the screen, hit any key and you will return to the main menu. If you wish to look at the picture again, the **C** command will return you to the picture.

Before displaying the picture, the **C** menu first asks you whether you want to use joystick or touch tablet. Once you make your choice, that choice will remain the same until the program is rebooted or until you hit **RESET**.

Let's choose the joystick. When you press the **J**, the program will display the picture you have loaded into memory. It is not necessary to change colors in the **CHANGE COLOR** mode. This is your view picture mode as well. You may go back and forth between the **C** display and the main menu as often as you wish. To escape the **C** mode, press any key.

To change colors on the screen, first put the flashing cursor on any area containing the color you wish to change. Next, hit the trigger. Now move the stick and the colors will change. When you find a color that is pleasing, press the trigger again and the color is now locked in.

The method for using a touch tablet is almost the same. Instead of moving the joystick, move the stylus around the tablet until you find a color you like, then lock it in by leaving the

stylus on the pad and pressing the LEFT button. If you lift the stylus from the tablet before locking in the color, the color will go to black. If that happens, simply place the stylus on the black area, press the left button on the pad, then move the stylus on the pad till you find a pleasing color. If the change to black affects another area of the picture you did not want to change, go back to the main menu and reload the picture. It will then appear on the screen in its original form. No color change is permanent until you save the picture.

Suppose now that you have adjusted the colors you wish to translate the picture to another graphics mode. Press T and a carriage return.

The Translate menu tells you which graphics mode you have loaded your picture from. It then asks you which mode you would like to translate to. Although the menu is the same for all graphics modes, you will find that some modes cannot be translated. For example, **SNAPSHOT** does not permit translation from or to Graphics 9. To choose a mode, press the first letter of your choice and carriage return.

Some modes of translation will cause an artifacting effect or a change in clarity. This occurs primarily when translating from finer to coarser graphic modes or visa versa. Artifacting will most likely occur if you translate from a four shade graphics 7.5 picture to a two shade graphics 8 image. **SNAPSHOT** permits the translation but you may not be pleased with the results. Do not be afraid to experiment. Extremely interesting visual effects can be created by translating between a number of graphic modes.

If you have loaded a Koala Illustrator picture (which uses the extender .PIC), have translated it and now wish to Save it in a different format, you may rename the picture and drop the extender. If a picture does not properly load into another commercial graphics program, it could mean that an extender is required by that program.

The last functions to discuss on the main menu are the **DELETE FILE** and **PRINTOUT**. Press **D**. You are first prompted for the file name. After the name is entered, you are asked if you are sure you want to delete that file. A **Yes** will cause the deletion to occur. A **No** will return you to the main menu.

To print out a file, press **PRINTOUT**. If you are using an **OKIMATE 10** printer, the screen will ask you to insert the color ribbon.

The message appearing for **EPSON** printers tells you to make the printer ready. Make sure the paper is loaded and aligned properly and that the printer is on. **SNAPSHOT** also asks if you want a **DENSE** print. If you answer **No**, the graphic will be printed in normal density. An answer of **Yes** will create a double density printout, very useful when the ribbon is fading.

SNAPSHOT commands operate in **UPPER CASE**. The program loads in upper case but if, somehow, you slip into lower case, when you press a lower case key, the program will return to the main menu and reset the keyboard to upper case.

COMPUTEREYES

One menu not yet discussed is the one for **COMPUTEREYES**, the digital image capture program. Since there are a number of ways in which to display pictures using Computereyes, a separate menu has been created for this graphics mode.

The commands for **COMPUTEREYES** are: **GRAPHICS 9** (16 SHADE); **HIGH CONTRAST GRAPHICS 7.5**; **LOW CONTRAST GRAPHICS 7.5**; **NORMAL GRAPHICS 8**; **4 SHADE GRAPHICS 8**; **8 SHADE GRAPHICS 8**.

Do not be confused by the **C** command for both Change Color and Computereyes. Since the commands appear on separate menus, there is no problem.

The commands used by **SNAPSHOT** for the "Computereyes" graphics mode are the same commands used in the Computereyes program.

SNAPSHOT allows you to translate Computereyes images to other graphic modes. If you capture a Computereyes image in High contrast, very pleasing results can be obtained if the picture is translated to Koala Illustrator and color is added. Again, experimentation is the key.

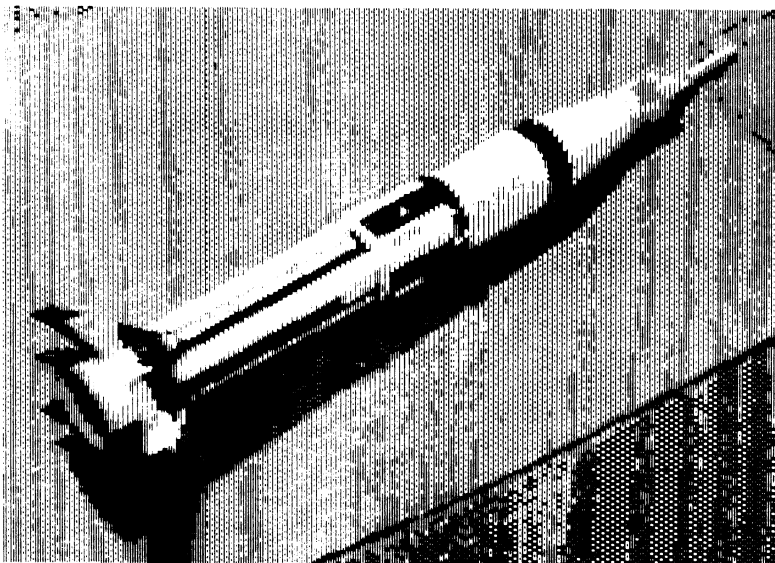
Recent Computereyes versions can save a graphics 7.5 picture in two formats: Koala Illustrator and Computereyes. **SNAPSHOT** reads and writes both formats. If you save a Computereyes 7.5 graphic and wish to compress it, be sure that you save the capture with the .PIC extender. Now you may use Koala Illustrator to load the picture. Saving the picture, using Koala Illustrator, will automatically compress it. **SNAPSHOT** is not needed for this operation. If you now wish to load the compressed picture into **SNAPSHOT**, **SNAPSHOT** has no problem reading Koala Illustrator compressed format. It is beneficial to compress Computereyes 7.5 graphics. Compressing allows almost twice as many pictures to be saved on a disk.



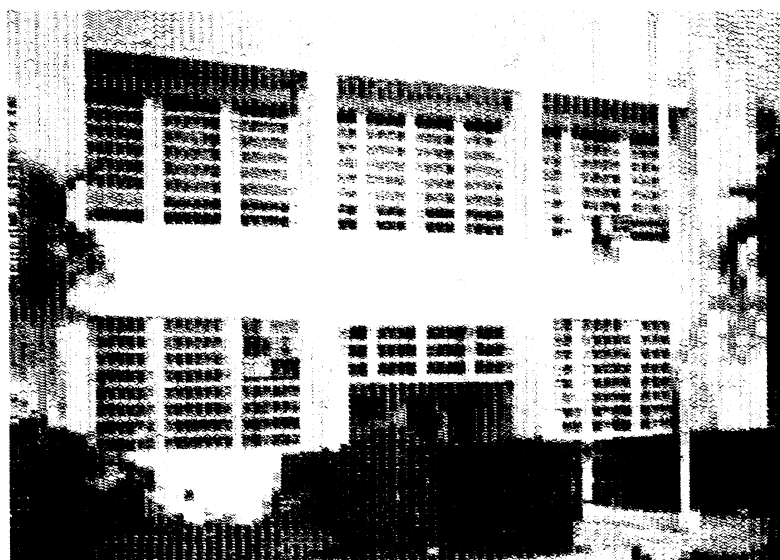
2 Shades



4 Shades



3D Object



16 Shades

COLOR PRINTING

Not all TV monitors are alike. You may find that your Okimate 10 is not printing the screen colors that your monitor shows. For this reason, **SNAPSHOT** has added a color palette printout that allows you to more closely align your screen colors to your printer.

To print the palette, first, load a high quality, glossy paper or clear acetate overhead transparency into the Okimate 10. Then press B, a command which is not documented on the main menu. You will create a printout of the colors used by **SNAPSHOT** on the Okimate 10. Save this chart and use it to make any adjustments necessary to your picture for a pleasing print.

For example, you may wish to make a color print of a dog. You thought you made the dog light brown, but **SNAPSHOT** printed it green. The problem is twofold: 1) your monitor is slightly out of adjustment; and 2) the colors on paper do not exactly match colors on a TV tube. The solution is to pick the colors on the palette printout that you want to use and then use the **CHANGE COLOR** function to force those colors into computer memory. The picture on the screen may now look funny, but the colors on the printout will be exactly what you want.

SNAPSHOT colors on the Okimate 10 correspond as closely as possible to Atari color patterns. The colors in the palette printout run from top to bottom, with color 0 at the top and 15 at the bottom. Zero corresponds to shades of black. One is shades of light orange, two is shades of dark orange and so on. Reading the chart from left to right, the left column corresponds to intensities 0, 1, 2, and 3. The next column corresponds to intensities 4, 5, 6, and 7. The third column is 8 thru 11 and the fourth is 12 thru 15. **SNAPSHOT** uses 64 color/intensity combinations to match the Atari's 128 colors.

This manual is published and copyrighted by Joy Fox Productions. All rights are reserved. This document may not, in whole or part, be copied, photocopied, reproduced, translated or reduced to any electronic medium or machine-readable form without prior written consent of Joy Fox Productions.

COMPUTEREYES is a registered trademark of Digital Vision. FUN WITH ART is a trademark of Automated Simulations, Inc. MICRO ILLUSTRATOR is a trademark of Island Graphics Corp. Koala is a trademark of Koala Tech Corp. Atari is a trademark of Warner Comm., Inc. VERSAWRITER is a trademark of Versa Computing Inc. GRAPHICS MASTER and MICRO PAINTER are trademarks of Datasoft Inc.

None of the above mentioned companies was involved in the writing or preparation of this manual, nor were the facts presented here reviewed for accuracy by those companies.

Joy Fox Productions reserves the right to make improvements in the product described herein at any time without notice.

Joy Fox Productions shall have no liability or responsibility to the purchaser or any other person or entity with respect to any liability, loss or damage caused or alleged to be caused directly or indirectly by this product or its use, including but not limited to any interruption in service, loss of business and anticipatory profits or consequential damages resulting from the use of this product.

For further information, contact
Joy Fox Productions
1364 Campbell St.
Orlando, FL 32806

SNAPSHOT is a utility program for Atari computers that allows you to translate and print screen graphics. **SNAPSHOT** prints true grey scale images on Epson and Epson compatible printers and full color on the Okimate 10. **SNAPSHOT** chooses from a palette of more than 50 colors with Okimate 10 printers.

This program allows you the flexibility of creating a picture in a variety of graphic modes. You may load and translate pictures between **COMPUTEREYES**, **FUN WITH ART**, **GRAPHICS MASTER**, **MICRO ILLUSTRATOR**, **MICRO PAINTER** and **VERSAWRITER**.

SNAPSHOT ALLOWS YOU TO DUMP TRUE GREY SCALE PICTURES using the following: two shades in Graphics 8, four shades in Graphics 7.5, and sixteen shades in Graphics 9.

Other features of **SNAPSHOT** include: 1)the ability to change the colors of the picture using a joystick or touch tablet without having to access another graphics program; 2)the ability to access the disk directory and to delete files without going to DOS.

SNAPSHOT works with the Atari 400, 800, 600XL, 800XL, 1200 and 130XE. It requires 48K.

